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FIRST NAMED INVENTOR ATTORNEY DOCKET NO. APPLICATION NO. FILING DATE CONFIRMATION NO. 12/10/1998 YASUYUKI SEKINE RM.HPK 8464 09/208,696 03/11/2004 **EXAMINER** 7590 BENITA J ROHM COLLINS, DOLORES R **ROHM & MONSANTO** ART UNIT PAPER NUMBER 660 WOODWARD AVENUE **SUITE 1525** 3712 DETROIT, MI 48226 DATE MAILED: 03/11/2004

Please find below and/or attached an Office communication concerning this application or proceeding.

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		Application No.	Applicant(s)		
Office Action Summary		09/208,696	SEKINE, YASUYUKI		
		Examiner	Art Unit		
		Dolores R. Collins	3712		
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12)	cknowledgment is made of a claim for foreign All b) Some * c) None of: Certified copies of the priority document C. Certified copies of the priority document C. Copies of the certified copies of the priority document application from the International Bureause the attached detailed Office action for a list	ts have been received. Is have been received in Application rity documents have been received to (PCT Rule 17.2(a)).	ion No ed in this National Sta	age	
Attachment(s	s) of References Cited (PTO-892)	4) 🔲 Interview Summary	(PTO 412)		
2) Notice (3) Informa	of Neterchees Ched (F10-692) of Draftsperson's Patent Drawing Review (PTO-948) ation Disclosure Statement(s) (PTO-1449 or PTO/SB/08) No(s)/Mail Date	Paper No(s)/Mail Da	ate	52)	

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DETAILED ACTION

Examiner acknowledges response by applicant's representative received 1/20/04.

Claim Rejections - 35 U.S.C. § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

1. Claims 11, 2-4, 6, 7 & 12-15 are under 35 U.S.C. 103(a) as being unpatentable over Sankyo K.K.

Sankyo discloses, as his invention, a Game Machine.

Regarding claim 11

Sankyo teaches a gaming machine with a multiplicity of game states with corresponding game symbols (see abstract & figures 2-4), predetermined win and loss states (hit) (abstract & figure 22), a display portion (reels) (shown in figures 2-4 & 22)

Further, in his slot machine he teaches a display that has 2 or more identical symbols appearing serially, as shown in the main figure of his invention.

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Sankyo discloses the claimed (display) invention with the exception of the teaching of 2 or more identical special symbols in all three columns. It would be obvious to one of ordinary skill in the art at the time the invention was made to duplicate the teaching of 2 or more identical special symbols shown in the right and left columns (drums) as shown in the aforementioned figure, since it has been held that mere duplication of the essential working parts of a device involves only routine skill in the art. St. Regis Paper Co. v. Bemis Co., 193 USPQ 8.

Additionally, the serially appearing symbols of Sankyo's disclosure could be considered special for the purpose of this invention.

Regarding claims 2 & 3

Sankyo teaches conditions that correspond to loss (failure) and win (hit) (see abstract).

Regarding claims 4, 6, 12 & 14

Sankyo teaches that his gaming matching has three reels with a plurality of various types and sizes of symbols arranged in a sequence (see figure 22).

Regarding claim 7

Sankyo teaches that at least one of the symbols is presented at least three times in succession (see figure 22).

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Regarding claims 13

Sankyo does not explicitly teach the colors of his symbols. It would have been

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obvious to one having ordinary skill in the art at the time the invention was made to use

whatever color desired since it would only depend on the intended use of the assembly

and the desired information to be displayed. Further, it has been held that when the

claimed printed matter is not functionally related to the substrate it will not distinguish

the invention from the prior art in terms of patentability. *In re Gulack*, 217 USPQ 401,

(CAFC 1983). The fact that the content of the printed matter placed on the substrate

may render the device more convenient by providing an individual with a specific type of

color does not alter the functional relationship. Mere support by the substrate for the

printed matter is not the kind of functional relationship necessary for patentability.

Regarding claim 15

Sankyo teaches that moveable symbols are stopped in order to display win of

failure (see abstract).

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2. Claims 11, 2-4, 6, 7, 12-15 & 16 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sankyo K.K. in view of Kimura.

Further to the aforementioned teachings of Sankyo K.K., Kimura discloses a Game Machine With Selective Stop Means For Moving display. Kimura explicitly teaches spinning reels, symbols associated with the state of the game and reels controlled by the player by stop means (19, 20 & 21) (also see abstract and claim 1).

It would be obvious to include the teaching of Sankyo K.K.'s reel design to the machine of Kimura. This modification would be considered a mere matter of design choice (since Sankyo K.K. implicitly teaches all the other features of a regular game machine) and would be recognized as being within the level of one of ordinary skill in the art.

Response to Arguments

Applicant's arguments filed 1/20/04 have been fully considered but they are not persuasive.

Applicant argues that the cited references to Sankyo K.K. and Kimura fail to teach the claimed invention prior to the amendments presented in his response. Examiner disagrees with this argument because applicant's invention, as claimed, has structure that is known in the art. Further, in applicant's amendments he simply added limitations that are also known in the gaming art to be performed by slot and gaming machines.

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Referring to the preamble of claim 11, game states (e.g. win/loss, symbol combination(s) predetermined or otherwise), by applicant's own admission on pages 1-4 (Description of the related Art), are known to gaming machines. Display portions having winning lines, rotatable reels, plurality of symbols appearing in succession in a "first display element" and stopping mechanisms used by players to stop reels are all taught by the cited references (as shown above) and known in the gaming machine art.

Applicant added new claim 16 simply adds a second display element and an additional player-actuatable stop arrangement which is clearly taught by Kimura in figure 2 (19, 20, 21) and col. 2, lines 55-58.

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to *Dolores R. Collins* whose telephone number is *(703)* 308-8352. The examiner can normally be reached on 8.00 A.M. - 4:30 P.M..

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, *Derris Banks* can be reached on *(703) 308-1745*. The fax phone number for the organization where this application or proceeding is assigned is *703-872-9306*.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

March 4, 2004

DERRIS H. BANKS SUPERVISORY PATENT EXAMINER TECHNOLOGY CENTER 3700